

LEGO Media International,
Colet Court,
100 Hammersmith Road,
London,
W6 7JP.

28/10/97

Dear Eamonn,

Having read the first draft design document through a couple of times I have a couple of questions, suggestions and queries etc. Don't worry about hurrying back with a reply – we can go over the design when I come up next week.

Firstly I just want to say that I am really excited to be working on a project of this nature and I think that what you have submitted is a very thorough and detailed design with lots of potential! I will be ordering you some LEGO tomorrow for the team to play around with!

1) The Game Engine.

I am well aware of the inherent problems of using an isometric view (having done an isometric game myself). There are a couple of things that I'd like to clarify.

2) The Interface.

On page 8, under "heading tabs," the design document describes revealing a concise set of icons, with the unavailable ones being ghosted out – we would like only the icons that are available at a certain stage of the game to be shown. This will keep an air of expectation and hopefully interest – as the player advances they will be able to use more "powerful" technology. Also, when they do receive a new piece of technology it will feel like a reward for the progress they have made.

3) Suggestions.

- AUTOTEXTLIST Best regards,
- AUTOTEXTLIST Tomas Gillo
- AUTOTEXTLIST Producer